

WHAT IS CLAIMED:

1. A method for operating a bonus round of a gaming device, said method comprising the steps of:
 - 5 (a) beginning the bonus round;
 - (b) previewing at least some and more than one of possible awards available in the bonus round;
 - (c) masking the at least some and more than one possible awards behind a group of selections;
 - 10 (d) rearranging at least some of the awards;
 - (e) picking a selection from the group of selections;
 - (f) displaying an award after the selection is picked;
 - (g) distributing the awards to the player or identifying the awards to be distributed to the player;
 - 15 (h) providing a player with the awards associated with the selection; and
 - (i) ending the bonus round.
2. The method of claim 1 wherein the at least some awards include an end-bonus event.
- 20 3. The method of claim 1 wherein the at least some awards are selected from the group consisting of end bonus events, multipliers, free-spins, identified physical prizes and value awards.
4. The method of claim 1 wherein the bonus round ends when player selections are exhausted.
- 25 5. The method of claim 1 wherein the bonus round ends when at least two player selections match.

6. The method of claim 1 wherein the bonus round ends when a selection discloses an end-bonus feature.

7. A gaming machine comprising:

5 a processor for controlling game play in a basic mode and a bonus mode,
 the processor operating in the basic mode to select a basic game outcome from
among a plurality of possible basic game outcomes, the possible basic game outcomes
including a start-bonus outcome the selection of which causes the processor to shift
operation from the basic mode to the bonus mode,
10 the processor operating to set-up a bonus game according to the method of claim
1 by providing a plurality of player-selectable bonus game outcomes, the bonus game
outcomes including at least one value-associated outcome.

8. A gaming machine comprising:

15 a processor for controlling game play in a basic mode and a bonus mode,
 the processor operating in the basic mode to select a basic game outcome from
among a plurality of possible basic game outcomes, the possible basic game outcomes
including a start-bonus outcome the selection of which causes the processor to shift
operation from the basic mode to the bonus mode,
20 the processor operating to set-up a bonus game according to the method of claim
2 by providing a plurality of player-selectable bonus game outcomes, the bonus game
outcomes including at least one value-associated outcome.

9. A gaming machine comprising:

25 a processor for controlling game play in a basic mode and a bonus mode,
 the processor operating in the basic mode to select a basic game outcome from
among a plurality of possible basic game outcomes, the possible basic game outcomes
including a start-bonus outcome the selection of which causes the processor to shift
operation from the basic mode to the bonus mode,

the processor operating to set-up a bonus game according to the method of claim 3 by providing a plurality of player-selectable bonus game outcomes, the bonus game outcomes including at least one value-associated outcome.

5 10. A gaming machine comprising:

 a processor for controlling game play in a basic mode and a bonus mode,

 the processor operating in the basic mode to select a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome the selection of which causes the processor to shift
10 operation from the basic mode to the bonus mode,

 the processor operating to set-up a bonus game according to the method of claim 4 by providing a plurality of player-selectable bonus game outcomes, the bonus game outcomes including at least one value-associated outcome.

15 11. A gaming machine comprising:

 a processor for controlling game play in a basic mode and a bonus mode,

 the processor operating in the basic mode to select a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome the selection of which causes the processor to shift
20 operation from the basic mode to the bonus mode,

 the processor operating to set-up a bonus game according to the method of claim 5 by providing a plurality of player-selectable bonus game outcomes, the bonus game outcomes including at least one value-associated outcome.

25 12. A gaming machine comprising:

 a processor for controlling game play in a basic mode and a bonus mode,

 the processor operating in the basic mode to select a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome the selection of which causes the processor to shift

operation from the basic mode to the bonus mode,

the processor operating to set-up a bonus game according to the method of claim 6 by providing a plurality of player-selectable bonus game outcomes, the bonus game outcomes including at least one value-associated outcome.

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13. A gaming machine comprising:

a processor for controlling game play in a basic mode and a bonus mode,

the processor operating in the basic mode to select a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome the selection of which causes the processor to shift operation from the basic mode to the bonus mode,

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the processor operating to set-up a bonus game by defining a plurality of player-selectable bonus game outcomes, displaying the bonus game outcomes to a player, the bonus outcomes including a plurality of value-associated outcomes; masking the bonus outcomes; rearranging a location of the bonus outcomes;

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means for selecting in the bonus mode under player control one or more of the bonus game outcomes until the bonus outcome ends; and

means for awarding credits for each value-associated outcome selected in the bonus game.

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14. The gaming machine of claim 13 wherein the player selectable bonus outcomes include a plurality of value-associated outcomes and one or more end-bonus outcomes, the selection of one of the end-bonus outcomes causing the processor to shift operation from the bonus mode to the basic mode, the end-bonus outcomes being distinct from the value-associated outcomes, and selection of an end-bonus outcome ends the bonus game.

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15. The gaming machine of claim 13 wherein the bonus outcome ends when at least one pair of player selected bonus outcomes match.

16. The gaming machine of claim 13 wherein the bonus game ends after a player has replaced at least one player selected bonus outcome.

5 17. The gaming machine of claim 13 further comprising a display, the display being operable in response to instructions from the processor to mask the bonus game outcomes upon set-up of the bonus game and reveal the selected bonus game outcomes during play of the bonus game.

10 18. The gaming machine of claim 13 further comprising a display, the display being operable in response to instructions from the processor to reveal each of the bonus game outcomes in response to the selection of an end-bonus outcome.

15 19. The gaming machine of claim 13 wherein the means for selecting is operable in the bonus mode to select, one at a time, said one or more bonus game outcomes until the selection of an end-bonus outcome.

20 20. The gaming machine of claim 13 wherein the basic game comprises a slot machine having a spinning reel display for showing a number of symbols on one or more reels, the possible basic game outcomes defining various possible combinations of said symbols on said reels, one of the combinations defining a start-bonus outcome the occurrence of which causes the processor to shift operation from the basic mode to the bonus mode.

25 21. The gaming machine of claim 20 wherein the start-bonus outcome is characterized by the display of a designated start-bonus game symbol on one or more of the reels.

22. The gaming machine of claim 13 further including means for awarding credits in response to the selection of an end-bonus outcome in the bonus game.

23. The gaming machine of claim 13 wherein the means for awarding credits is operable to award credits equal to at least the sum of values associated with the value-associated outcomes selected in the bonus game.

5 24. A method of operating a gaming machine under control of a processor operable in a basic mode and a bonus mode, the method comprising the steps of:

selecting under control of the processor in said basic mode a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome;

10 shifting operation of the processor from the basic mode to the bonus mode in response to the selection of the start-bonus outcome, otherwise, continuing operation of the processor in the basic mode;

15 setting up under control of the processor a bonus game by defining a plurality of bonus game outcomes, displaying the bonus mode outcomes and masking the bonus mode outcomes, the bonus game outcomes including a plurality of value-associated outcomes;

rearranging a location of the bonus mode outcomes;

selecting under player control one or more of the bonus game outcomes in the bonus mode by removing the masking of the bonus mode outcome;

20 ending the bonus mode; and

awarding credits for each value-associated outcome selected in the bonus game.

25 25. The method of claim 24 wherein the bonus mode outcomes include a plurality of value-associated outcomes and one or more end-bonus outcomes, the end-bonus outcomes being distinct from the plurality of value-associated outcomes.

26. A gaming machine controlled by a processor in response to a wager, the gaming machine comprising a visual display and a game of chance displayed on the visual display, the game of chance including an assemblage of player-selectable outcomes on

the visual display, the assemblage of player-selectable outcomes including a plurality of bonus outcomes, each of the bonus outcomes being displayed and then masked before allowing player selection of masked outcomes to be effected, the bonus outcomes generating a respective payoff in response to being selected by a player and then
5 unmasked, the game of chance ending and awards being resolved.

27. The gaming machine of claim 26 wherein the player selectable outcomes include at least a plurality of value-associated bonus outcomes and at least one end-bonus outcome, said end-bonus outcome being distinct from said plurality of value-associated bonus
10 outcomes.

28. The gaming machine of claim 16, wherein each of said player-selectable outcomes is displayed, then masked prior to being selected by the player and is then revealed in response to being selected by the player.
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